Person is gone or standing still for a defined period of time

Interact With Person

A person has walked into the area and is close to an ant

Ant behaves according to distance to person

Person is near ant

Food Found

Found pheromone trail

Following trail

Person moves near ant

Move towards

Person is nearby, move towards them.

Random event: Hunger

Pheromone trail exists

Follow Pheromone Trail

Ant has encountered pheromone trail left by another ant, follows it to food

Food is gone

Return Home

Ant is returning to “home” maybe because it has found food, maybe to “eat” food

Not home yet

Still food left

Leave Pheromone Trail

Ant is dropping a trail from food source to home for other ants to follow

No trail exists

Gather Food

Ant has encountered food, takes food back to “home”

Wandering

Default behaviour, ant randomly changes direction as it walks around the floor area.